

ELECTRONIC GAMING MONTHLY'S™
STRATEGY
GUIDE

MORTAL KOMBAT™
TRILOGY



RAIN



NOOB

NEW CHARACTERS!
NEW COMBOS!
NEW SECRETS AND MORE!

BONUS!!
U L T I M A T E
MORTAL KOMBAT

STRATEGIES FOR SUPER NES AND GENESIS

**UNOFFICIAL
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THE COMBO SYSTEM

One of the first things you will learn about MKT is that learning the various methods to do combos is the best way to survive. There are two methods of combos in MK: Juggle Combos and Auto Kombos. Both are specified below in much greater detail, but it is important to know how to

use them and to have both combo methods work together. Thus, true damage can be unleashed.



KINDS OF COMBOS

JUGGLING COMBOS

Juggling Combos are done by causing multiple blows to a falling, hapless opponent. After about four successful hits, special moves will be disabled.



AUTO KOMBOS

Kombos are button presses leading to quick-hurt combos. Some can be followed by a Jump Punch/Kick and a special move.



GENERAL TACTICS

There are many tactical things you can do to improve your skills. The best tip would have to be judging distances and safe zones. An example of this is Scorpion's ability to throw a spear. You need to find the right distance where it can be blocked, and countered, so that you can block a counter

attack. Also, Jump-in Punches can be linked to an Auto Kombo, or a Jump Kick can be linked to another move.



Know safe distances for launching projectiles.

BOSSSES & HIDDEN CHARACTERS



Kameleon is hidden in the N64 MKT.



Kameleon is only in the N64 version, a creature that fades in and out and will alternate her moves between the three female ninjas. It's unconfirmed, but there are rumors of old versions of characters from MK1 and 2 being playable.



This early PS shot shows Kintaro and Goro playable.



FOHARO

"Search for me in the Wasteland."
"Before one fights is the time."
"Bring on Kintaro (Goro)!"



SHAO KHAN

"Punches?"
"I cannot be defeated."
"I am at your control."
"Search for me on the rooftop."



KHAMELEON

"Start on the bridge of stars."
"I will be hard to see."
"My name is Kameleon."
"Wait for Toasty."

NEW MOVES FOR THE OLD BOYS

It seems that nearly all the old characters have at least one new ability. The following are some we've discovered recently.

Just in: Tap F,F before doing Liu Kang's Bicycle Kick for a faster shadow version.



SCORPION

A Forward Teleport Punch! It's a great confuser coupled with his Backward Teleport Punch. Also nasty for jumping!

Quarter Circle Down to Forward with Hp.

STRYKER

Stryker can lob two grenades separately or together depending on which button is pressed.



Half Circle Front to back with Hp or Lp.



SEKTOR

As if he needs more! A new ability to fire two straight missiles does a two-hit combo worth 25 percent damage!

Back, Back, Forward and press Lp.

KANO

Now this is a goofy move. A Kano Ball that ricochets off every wall randomly! It's very unpredictable.



Forward, Down, Forward with Lk.

COMBO JUGGLING



This character was made for combo juggling. Rain's Roundhouse is an excellent and most overseen combo starter that can link to a Ball or Lightning—of which can be linked to another Roundhouse. Also, follow a Lightning with a Ball if the opponent is too far away.



FIGHT KOMBOS



He doesn't possess a Pop-up Combo, but his Kick Combo ends in his Roundhouse, which can be linked to two punches or an Uppercut!



Use his Kick Combo for big time damage!

SPECIAL MOVES



Rain's special moves are very easy to link into combos. The Ball does more damage than the Lightning, so use that or a Roundhouse within most combos for the maximum amount of damage.



RAIN

Rain is a great character for beginners to get the feet for combo creation. Be wary that both his Ball and Lightning will leave him open, so use them mostly on characters far away. Best to play offensively and learn to time the Roundhouse!





Noob's Auto Kombo is a great starter for most jugglers.

The best order for such is a T.Slam, which can either be followed by an Uppercut.

Also, a regular T.Slam can be followed by a punch followed by a Disabler. Not too damaging, but a good in for the Disabler



His Kick Kombo is easy to pull off.



Noob has a nice four-hit Pop-up Kombo that can be linked directly with a T.Slam. His kick is easy to pull off, so use this for just doing damage.



Noob's Shadow Throw is good for a psyche out and the computer falls for it a lot after the T.Slam

The T.Slam can nab anyone jumping, doing a move in the air, etc. and can only be avoided by ducking

SPECIAL MOVES

NOOB SHIBOT



This classic hidden fighter lost some moves but gained a lot more! Of his new moves, the T.Slam excels, being able to haul anyone out of any move besides ducking. Also, a great juggle starter to do is his Shadow Throw. Use this on close opponents.



COMBO JUGGLING



Try dealing with most of Johnny's classic MK2 combos, like his ever-popular Jump Kick/Shadow Kick. Even better is to use this old method as a combo under after a Pop-up Kombo. Or, you could end a Pop-up with two punches and a fireball/Shadow Kick respectively. But after that, you may be in for a loss with this character!



FUTO-KOMBOS



Johnny does have cool kombos—but none with finesse. Once again, use his Pop-up to start many fun Air Juggle kombos.



Just blast away with his Pop-up Kombo.

SPECIAL MOVES



Johnny is back but didn't bring his famed Splits Punch with him! Still, his Fireballs are good enders as well as his Shadow Kick. His new Red Shadow Kick will stretch the entire size of the screen.

JOHNNY CAGE



The subject of Hollywood stardom is back in action. Cage can now do a far-reaching Red Shadow Kick, and he has also speeded up a bit from his previous visit. His Upward Shadow Elbow is now much looser to get in, making it more of a useful move to have with jumping attackers.





COMBO JUGGLING

AUTO KOMBOS



Rayden's classic Jump Kick-H.Dive still works. If you start with a kombo, try to end it with the above two-hit juggle for 43 percent damage. It may not be much, but it does hit more than his full Kombo. Lastly, the knockback on the Reverse Lightning doesn't work in air juggles.



A Kombo can end with an Auto H.Dive.



Rayden can link four uppercuts to do a Pop-up, or end the fourth blow with an H.Dive by hitting Hp. Unless it's Motaro, go with the previous.



Yup, all his moves are here. His H.Dive is still linkable to Jump Kicks and can be done in the air. His new Reverse Lightning is great for those who time jumps with fireballs!

SPECIAL MOVE



RAYDEN



The return of the super deity is heralded with a new Reverse Lightning move! Be careful, this move knocks most opponents toward you, so try to use this move as defensively as possible.



COMBO JUGGLING



J.Kick



Shredder



J.Kick



Spinner

Baraka only has a few combos. Most of his start with Reverse Jump Kicks. The ones to end with here are his Shredder Attack or his Top Spinner if you can nab someone in the corner. Another good way to activate a quick two-hitter with the Shredder is coming in with a Jump Punch; but if you are doing that, you might as well use one of his kombos instead.



FIGHT KOMBOS



No Pop-ups for Shiny Smiles. However, his kombos are a snap to pull off. Combined with his air superior punches, he works!



Dive in with his Quick Slash Kombo.



SPECIAL MOVES



Baraka still has his Spark and Shredder that can be linked into Jump Kicks. But now his Top Spinner returns from the first MK2 Rev, and it is BRUTAL! Use mostly on jump attackers in place of the Shred.

BARAKA

Big B and his blades are back. Now he gains a lot of power with his Top Spinner—doing nearly 30 percent damage if fully hit. This gives Baraka more ground defense than his Shredder!



SHAO KAHN



Shao Kahn still is extremely powerful. The best time to nail him is when he is rising up into the air with his Rising Attack. Also, look for a new pattern to easily defeat him utilizing his Shadow Shoulder Slam.



Uppercut Shao Kahn out of any Rising Attack.



Try to figure out the easier pattern to defeat him!

MOTARO



This big beast still retains his simple patterns. Do Air Punches or an Uppercut to knock him out of the air, then run in and Auto Kombo his hydel Repeating this pattern while playing keep-away will ensure a swift victory.



When he's on the ground, nail him with a kombol



First knock him out of the air.

THE TREASURES OF SHAO KAHN



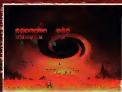
Now MKT has two complete treasures to choose from. Only some will be selectable depending on a skill level chosen on the "Choose Your Destiny." The only mystery gift is the grand prize...



Old School Fight	Mega Endurance	MK2 Classic Fight	Noob/Ernie Fight	Fatality Demo 7	Brutality Demo 2	Fatality Demo 1	Random Prize	Battle Noob	Battle Ernie	Galaga	Outcome
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??? 222	??? 222	??? 222	??? 222	??? 222	??? 222	??? 222	Male Ninja Combat	Friendship Demo	Brutality Demo 1	Animality Demo 1	Pong
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Your skill level will dictate what treasures you choose.



COMBOS ARE THE KEY

Just like in MKT, this game is mostly about combos. There are big Juggles that can be done by linking certain special moves with Jump Attacks. There are also



Link Auto Kombos into Air Juggles for big results.

Auto Kombos, which are simple button taps that can link into a massive hitting attack. Be wary, some Juggles may involve many projectiles and special moves, but it doesn't necessarily mean that it does more damage than one mere Auto Combo. Test to find out.



BATTLE THE COMPUTER

The computer is really a tough bird! It is mostly defensive and will perfectly kick you out of any attack you can muster. There is a fun trick to easily defeat the computer known as "The Dance."



Keep tapping forward and back. The computer should mimic until the timer is zero!



ENDURANCE ROUNDS

Endurance rounds are always a pain. Try to be all-out aggressive on the first opponent, whose intellect is about half. Then play REAL defensively against the second opponent, perhaps even using "The Dance" method mentioned above.



CRAMAE

Combo into his Telekinetic Slam followed by a Jump Kick and Teleport Punch to mix it up with big-time combos!



Use her sais for defensive air attacks, and do her Jump Kick/Ground Roll Combo for close encounters.

MILEENA



SCORPION

Stay a safe distance away when using the spear. Use the T.Punch on unwary players.



KITANA

Air defense is her strong point. Use the Fan Wave and Air Fans as great combos.



JADE

Play keep-away with her multidirectional boomerangs. Also, use her Slide Kick inside many combos.



REPTILE

Use multiballs and Acid Spits. It's a good way to keep enemies away from you.



RIGHTWOLF

A Jump Kick can be led into a Quick Arrow Attack. Also, learn his projectile reflect distances for effective use.



His once great combo now only does half the damage. Still, it is very easy to couple his Pop-up Kombo with his Spin Dash. It is his most useful asset.



SONYA

Sonya can now Pop-up Kombo her enemies. Use with her Leg Grab and Square Punch for an over 50 percent damage combol



LIU KANG

Liu Kang can now Pop-up anyone, but his larger kombos still do more damage than any Air Juggle performed.



CLASSIC SUB-ZERO

Link his Reverse Jump Kicks with a Ground Ice to set up someone for a kombo. Also, if you freeze a jumping enemy, just punch and refreeze then Uppercut or Roundhouse for about 40 percent damage!



SUB-ZERO

Like Classic Sub-Zero, this unmasked version can freeze someone in the air, punch, re-freeze and deliver an uppercut for over 40 percent damage. Yet, unlike his predecessor, his combos can deliver several more hits, providing much more damage.



CYRAX



Stay back and use his nets and bombs. If they get close, use your



Teleport to get away. Continue the barrage.



SINDEL

You can play a real nasty game of keep-away with her Air Fireballs linked with her Sonic Scream.

KANO



Kano's Vertical Ball is now effective against air attackers, but it is still wise to use his Knife Slash for more frontal protection.



Earthquake and missiles will leave them only to jump, so catch them with a Backbreaker!



JAX

His Teleport Punch now homes in on leaping prey, use this fact on those who just love to do Jump Kicks.



SEKTOR

STRYKER



Couple his Pop-Up Kombo with his new Gunshot and to lob a grenade for a Combo Juggle finish you won't regret!

His Teleport can end with a punch, so you can lead right into his Auto Kombo! Ouch!



KUNG LAO

SHANG TSUNG

His best method is still play juggle tag by firing three fireballs at the enemy.



SMOKE

Like Sektor. Smoke's Teleport Punch will track jumping foes. Therefore, use the Sektor's same tactics.

The photos were composed from a reproduction version, and are subject to change without notice.

Hold down
on that
button

Blankets are provided for writing in future

Spear	← →	↺ ↻
Teleport Punch	↓	↺ ↻
Air Throw	↺ ↻	↺ ↻
F-Teleport Punch	↑	↺ ↻
G1	↺ ↻	↺ ↻
G2	↺ ↻	↺ ↻
↺ ↻	↺ ↻	↺ ↻
↺ ↻	↺ ↻	↺ ↻

JADE

Boonzing S.U.C. → → → →

Glow Slide Kick ↓ → →

P. Invincible → → →

Star W/Return → → →

C.R. → → → →

C.R. → → → →

Ice Blast	↓	→
Ice Shower	↓	→
Ice Shower Front	↓	→
Ice Shower Back	↓	→
Ice Clone	↓	→
Slide	←	→

GURU	
Spear	↔ ↔
Teleport Punch	→ →
Invisibility	⬆ ⬆
Air Throw	
C1:	⬆ ⬆ ⬆ ⬆ ⬆ ⬆
C2:	⬆ ⬆ ⬆ ⬆
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⬆ ⬆ ⬆ ⬆	⬆ ⬆ ⬆ ⬆

Choose Sub-Zero in the Medial Wall position. All moves from both Sub-Zeros.

MKT - UMK3 MOVES

Fatality

Animality

Babality

Friendship

Stage Kill

A Anytime

C Standing Near To

F For Any

F Sweep Distance

Baries are provided for writing in future new moves.

== High punch

== Low punch

== High kick

== Low kick

Hold down

on that

button

B = Block R

Fan Toss

Fan Wave

Square Wave P

C1:

C2:

C3:

C4:

C5:

C6:

C7:

C8:

C9:

C10:

C11:

C12:

C13:

C14:

C15:

C16:

C17:

C18:

C19:

C20:

Spear

Teleport Punch

Teleport Throw

C1:

C2:

C3:

C4:

C5:

C6:

C7:

C8:

C9:

C10:

C11:

C12:

C13:

C14:

C15:

C16:

C17:

C18:

C19:

C20:

Disabler

Teleport PD

Shadow Throw

C1:

C2:

C3:

C4:

C5:

C6:

C7:

C8:

C9:

C10:

C11:

C12:

C13:

C14:

C15:

C16:

C17:

C18:

C19:

C20:

Low Fireball

High Fireball

Shadow Elbow

G

C1:

C2:

C3:

C4:

C5:

C6:

C7:

C8:

C9:

C10:

C11:

C12:

C13:

C14:

C15:

C16:

C17:

C18:

C19:

C20:

Control Ball

Lightning

Teleport Kick

C1:

C2:

C3:

C4:

C5:

C6:

C7:

C8:

C9:

C10:

C11:

C12:

C13:

C14:

C15:

C16:

C17:

C18:

C19:

C20:

Control Ball

Lightning

Teleport Kick

C1:

C2:

C3:

C4:

C5:

C6:

C7:

C8:

C9:

C10:

C11:

C12:

C13:

C14:

C15:

C16:

C17:

C18:

C19:

C20:

Control Ball

Lightning

Teleport Kick

C1:

C2:

C3:

C4:

C5:

C6:

C7:

C8:

C9:

C10:

C11:

C12:

C13:

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C16:

C17:

C18:

C19:

C20:

Control Ball

Lightning

Teleport Kick

C1:

C2:

C3:

C4:

C5:

C6:

C7:

C8:

C9:

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C11:

C12:

C13:

C14:

C15:

C16:

C17:

C18:

C19:

C20:

Control Ball

Lightning

Teleport Kick

C1:

C2:

C3:

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C6:

C7:

C8:

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C11:

C12:

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C14:

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C16:

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C18:

C19:

C20:

Control Ball

Lightning

Teleport Kick

C1:

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C3:

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C16:

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C18:

C19:

C20:

Control Ball

Lightning

Teleport Kick

C1:

C2:

C3:

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C20:

Control Ball

Lightning

Teleport Kick

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C20:

Control Ball

Lightning

Teleport Kick

C1:

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Control Ball

Lightning

Teleport Kick



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